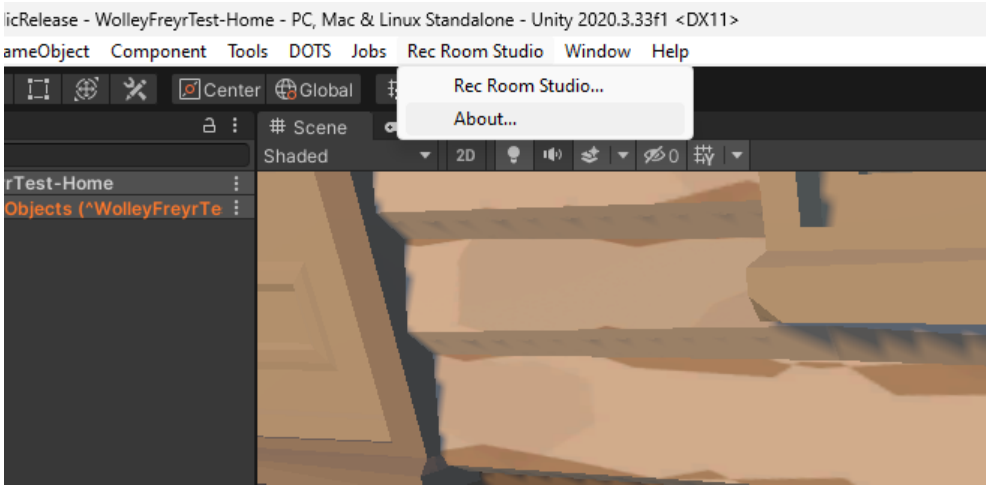
Rec Room Studio - January 5th build versioning fix

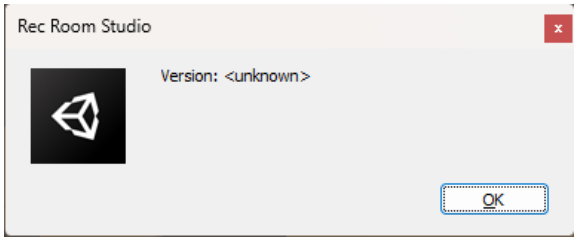
Description of issue

The Rec Room Studio release on January 4th, 2023 was missing critical versioning information. The lack of this information will mean that, unless fixed, Rec Room Studio will no longer be able to update. We have released a new release which has the versioning info embedded, but folks that received the January 4th release will likely need to take some extra steps to restore themselves to a workable state

Confirmation of bad version

Check if you are seeing a **Version: <unknown>** under Rec Room Studio-> About





If you are seeing this error, then please apply the following steps:

Download the new update:

If you haven't already downloaded the January 5th update:

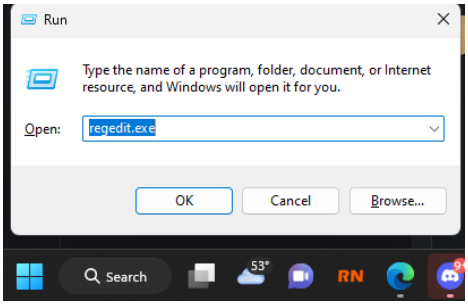
1. Close all of your Studio Unity projects and the Rec Room game client

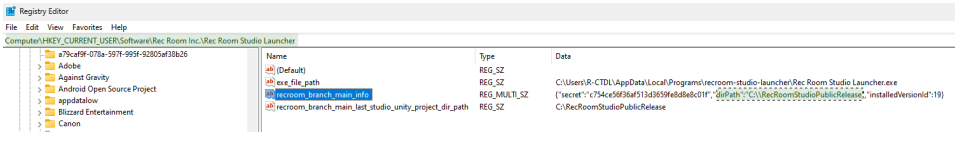
2. Use the Start menu to launch the Rec Room Studio Launcher, which should see the new update available.
3. Wait for Rec Room Studio Launcher to finish downloading the new update, and to say "Ready to Play"
4. Close the Rec Room Studio Launcher.
5. Go to the next section “Installing the new update to your existing Rec Room Studio Unity project”

If you have already downloaded the January 5th update, and are still seeing the **Version: <unknown>** issue described above:

1. Close Unity and Unity Hub
2. Go to the next section “Installing the new update to your existing Rec Room Studio Unity project”

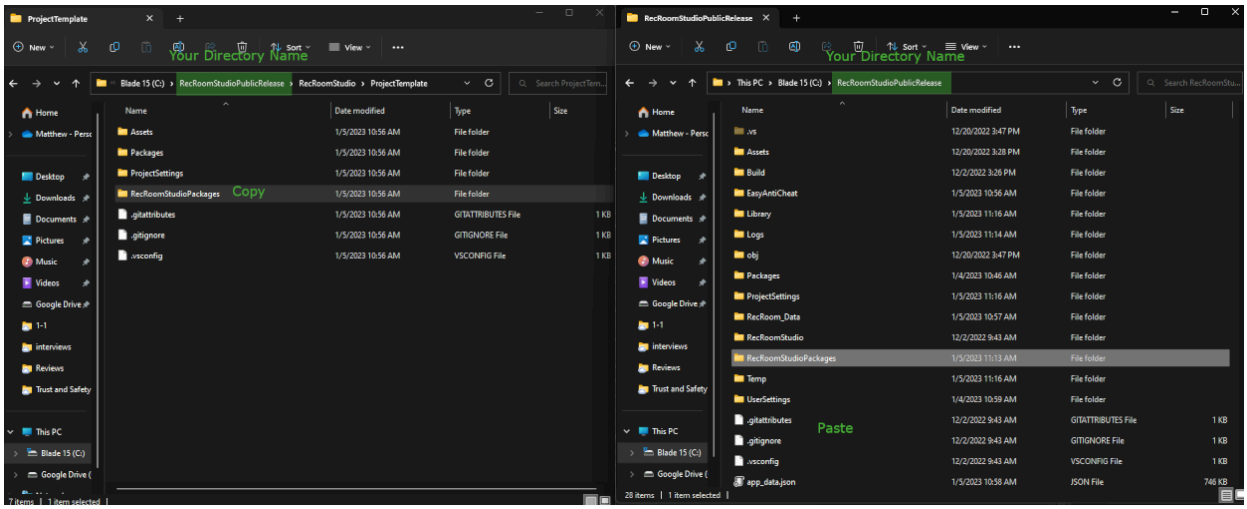
Installing the new update to your existing Rec Room Studio Unity project:

1. Use Windows Explorer to navigate to the location you installed Rec Room Studio (which may be different from your Unity project location).
    a. If you aren't sure where this location is:
        i. Open the **Registry Editor** by pressing Windows+R and typing **regedit.exe**
        1. 

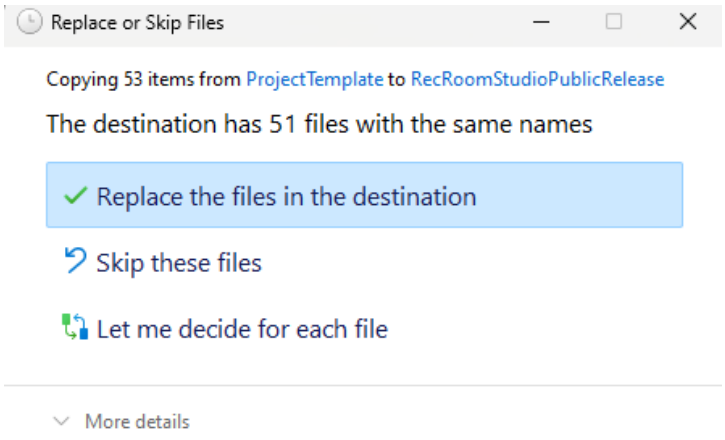
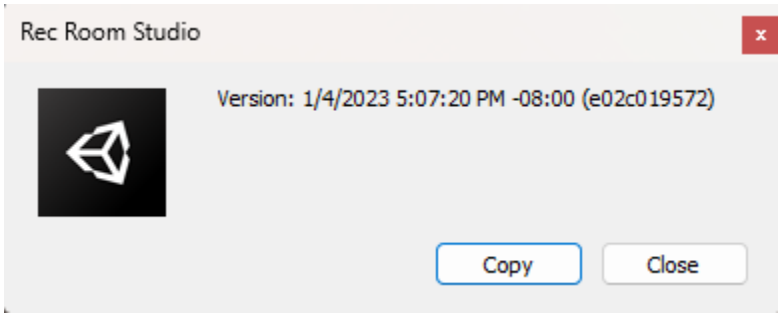
        ii. Expand the tree to "HKEY_CURRENT_USER\SOFTWARE\Rec Room Inc.\Rec Room Studio Launcher"
        iii. Look at the string value of "recroom_branch_main_info" for "dirpath":"YourDirectoryPath". "YourDirectoryPath" is the location you should navigate to
        iv. 

2. Under the install location, go into the "RecRoomStudio\ProjectTemplate" directory.
3. Copy the "RecRoomStudioPackages" directory

4. Open a second Explorer window and go to the root of your Rec Room Studio Unity project. There should be a directory here named "RecRoomStudioPackages" next to your Assets, Library, etc.
5. Paste the copied "RecRoomStudioPackages" here



6. You should see a dialog similar to this. Replace all the files


Replace or Skip Files
Copying 53 items from ProjectTemplate to RecRoomStudioPublicRelease
The destination has 51 files with the same names
Replace the files in the destination
Skip these files
Let me decide for each file
More details

6. Open your Rec Room Studio project in Unity. Rec Room Studio -> About should now list the new version "1/4/2023 5:07:20 PM -08:00 (e02c019572)"